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Infantry Training

Volume I

INFANTRY PLATOON WEAPONS
PAMPHLET No. 4

THE SUB-MACHINE GUN

(All Arms)

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THE WAR OFFICE,
21st November, 1955.

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(See Catalogue of War Office Publications, Part II)

The abbreviations used in this pamphlet are:—

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INFANTRY TRAINING
VOLUME I,—INFANTRY PLATOON WEAPONS
PAMPHLET No. 4
THE SUB-MACHINE GUN (ALL ARMS)
1955

INTRODUCTION**The aim of weapon training**

1. The aim of all weapon training is to produce soldiers who can kill the enemy in battle with any platoon weapon.

2. To achieve this aim, men must reach a high standard of marksmanship, servicing and fieldcraft with all the weapons, and they must be able to work together as teams under good junior leaders.

The aim of this pamphlet

3. This pamphlet contains the material that an instructor needs to teach recruits how to handle and fire sub-machine guns (SMGs).

Layout

4. The pamphlet is in two chapters:—

- (a) Chapter 1 contains lessons, which teach recruits all they need to know; a practice period to drive home the skills and techniques; and, most important of all, a live firing period.
- (b) Chapter 2 contains more information to help instructors to understand the subject and its presentation better; and tests, which show what standard men have reached.

5. Throughout Chapter 1 two forms of printing are used:—

- (a) Portions in ordinary type are notes for instructors.
- (b) Portions in *italics* are what instructors should teach recruits.

Methods of instruction

6. How an instructor teaches a lesson is left to him. It is better to let inexperienced instructors have prepared lesson plans and refer to them during lessons, than to accept wrong or muddled teaching.

7. All instructors should study Successful Instruction, 1951 (WO Code No. 8670).

8. It is better if a recruit knows how to aim and fire his rifle in all positions, before learning the SMG.

9. Always try to provide a gun for each man in the squad; if you cannot do that, the more you can produce, the more successful the period will be.

CHAPTER 1.—INSTRUCTIONAL

LESSON 1.—STRIPPING, CLEANING, ASSEMBLING AND
MAGAZINE FILLING

AIM

1. To teach recruits how to strip the gun, clean it, put it together again and fill magazines.

STORES

2. Guns, magazines, slings, bayonets, flannelette, cleaning box (containing pullthrough, oil bottle, brush and two gauzes), drill rounds, cleaning rags.

NOTES

3. Do not try to teach things that the men have already learnt in their rifle and LMG training; refer to them whenever you can (*see* para 8 (a) for an example).

4. Name parts of the gun as you deal with them, but do not expect recruits to remember them all to start with; they will soon get to know them as they handle, strip and clean the gun in the normal course of training.

5. Paras 7, 8 and 9 should be taught by an officer using NCOs as demonstrators, where demonstrations of the safety aspect are possible.

6. Stripping causes wear; too much of it leads to breakdowns.

SAFETY PRECAUTIONS

7. Before you start the lesson, inspect all guns, drill rounds, magazines and pouches.

8. Explain and demonstrate; make the men copy your actions:—

(a) *Hold the gun by the pistol grip with your right hand, with the muzzle pointing well up and your finger off the trigger.*

- (b) *To make sure your gun is not loaded, put the safety catch at "S", and, if it is on, take off the magazine: move the safety catch to "A", cock the gun and look for live rounds in the breech or chamber: if there are none, press the trigger without letting go of the cocking handle, and let the breech block go slowly forward. Finally move the safety catch back to "S".*

9. Explain and, where possible, demonstrate.—*Men can, and too often do, kill or injure a comrade with a loaded weapon by mistake. These rules apply to all weapons, and you will hear about them in all your weapon training. But a sub-machine gun (SMG) has a short barrel and is easy to point in the wrong direction: and you must be particularly careful with it. Here are the rules:—*

- (a) *In battle or on patrol see that your weapon never points at a comrade. You have to think about this constantly, particularly when marching in file or single file, or when there is a risk of slipping, tripping, or catching anything on branches, undergrowth or rough ground.*
- (b) *If you have to carry a loaded weapon at any other time, make certain that the breech block is forward, and the safety catch at "S" (for Safe) and works properly.*
- (c) *If your weapon must be loaded when in a vehicle, make sure it cannot fall about or be kicked, and there is nothing that can move the safety catch. Either hold it in your hand, or lay it on the floor, preferably with something soft under it, and so that it does not move about.*
- (d) *Whenever you pick up any weapon, whether your own or someone else's, always look to see if it is loaded.*
- (e) *The moment you no longer must have your weapon loaded, unload it.*
- (f) *When you hand a weapon to someone else, either show him first that it is unloaded, or hand it over with the breech block forward, the safety catch at "S" and the muzzle pointing straight up into the air. When anyone else hands you a weapon, insist that he does the same.*
- (g) *Never point a weapon at anyone in jest.*
- (h) *Never use drill rounds to practise firing, when you are using other men as targets.*

DESCRIPTION (See Fig 1)

10. *This is the sub-machine gun (SMG) L2A2; its calibre is 9 mm, or .35 in. It is designed to fire either single shots or bursts at short range, and is most useful in street fighting, wood clearing, patrols and any other close quarter fighting.*

11. *You can set the safety catch at "S" (Safe), "R" (single Rounds) or "A" (Automatic). At "S" the safety catch locks the trigger and breech block either forward or back and makes it impossible for the gun to go off if it is dropped.*

12. *The sights are basically like the iron sights of a rifle, and you aim the same; if you ever want to fire at a target more than 100 yards away, use the aperture marked "200"; otherwise use the one marked "100". To alter the setting, turn the lever on the left of the backsight protectors. Ordinarily the lever should be horizontal, so that the "100" aperture is in use.*

13. *There is a bayonet, and when it is fixed, you can use it like the bayonet on a rifle: but the SMG is a bit short for bayonet fighting, so only use it when you need to be quiet, or when you are fighting at close quarters and the gun will not fire.*

14. *The gun is sighted to hit the aiming mark at 25 yards, so you should hit a man at any range up to 75 yards with the sights set at 100 yards if you aim at his middle. A fixed bayonet may affect the sighting, and you have to find out by trial and error just how much it does on your gun.*



Fig 1 (a).—The sub-machine gun, L2A2



Fig 1 (b).—The Sub Machine Gun, L2A2 (components)

STRIPPING, CLEANING AND ASSEMBLING

15. Explain and demonstrate paras 16–21; make the men copy your actions.

16. **Stripping the gun** (see Figs 2 and 3).—*To take the gun to pieces:—*

- (a) *Unload and see that the safety catch is at "S".*
- (b) *Take off the bayonet and sling.*
- (c) *Put the safety catch at "A", cock the gun, keep hold of the cocking handle, press the trigger, and let the breech block go gently forward.*
- (d) *With your left hand hold the gun near the backsight, with the muzzle down; press the butt plate catch with your right hand, and fold the butt. (See Fig 2).*
- (e) *Free the butt by pressing the body cap catch with a finger, and the body cap with the thumb, of your left hand, and swing it downwards. Lift the butt plate, put the butt catch in the forward hole in the barrel casing, and lock the butt in position by folding the butt plate flat.*



Fig 2.—Folding the butt

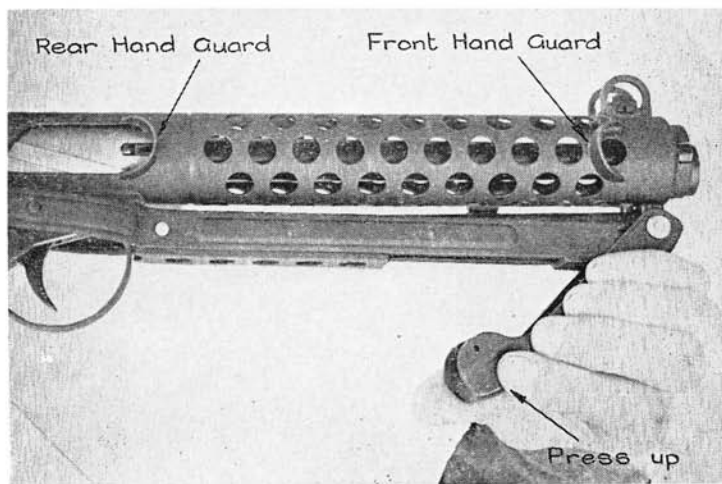


Fig 2.—Folding the butt (*contd*)

- (f) Press the body cap catch, push the cap forward and turn it to the left (anti-clockwise) until the lugs are free: take off the cap.
- (g) Cock the gun, and pull out the cocking handle; take out the large and small return springs and their caps all in one piece, and the breech block. NEVER try to get the springs and caps apart.

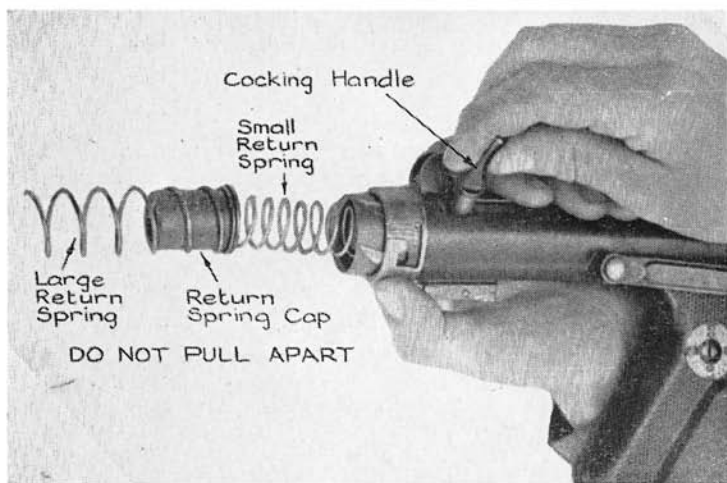
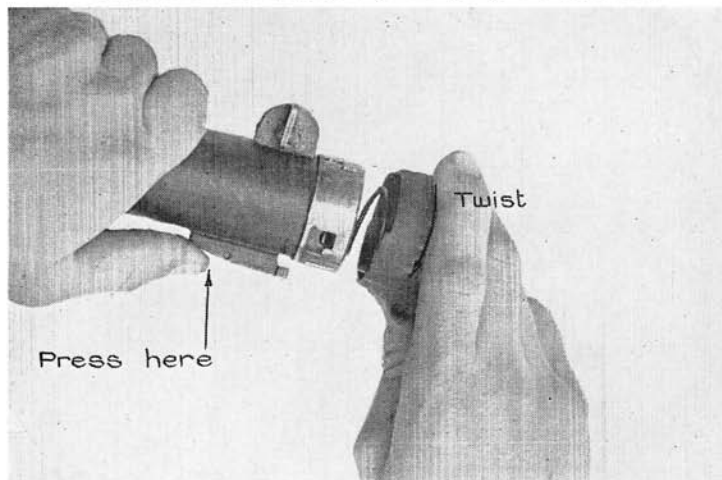


Fig 3 —Stripping the gun

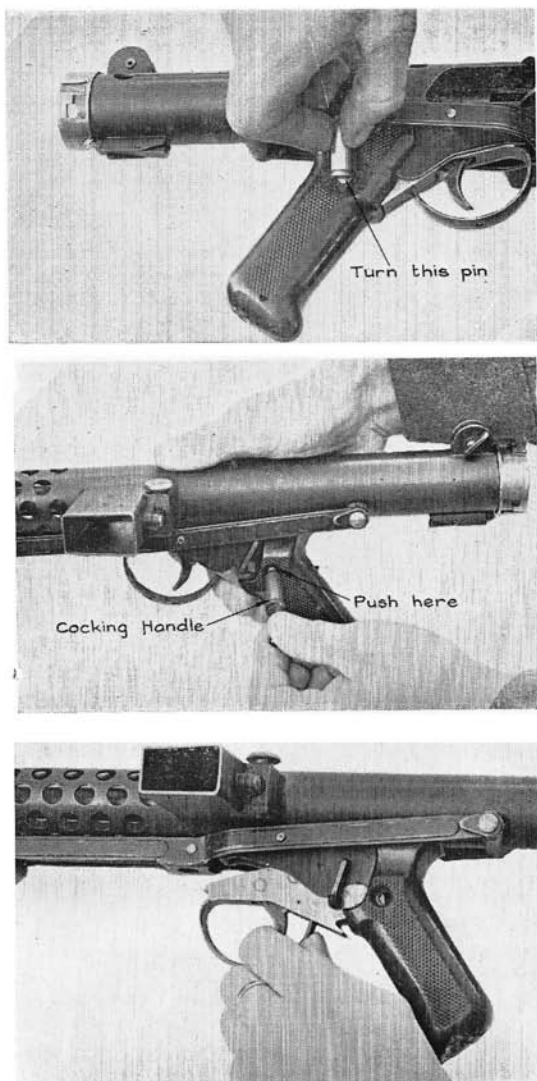


Fig 4.—Taking out the trigger group

- (h) Put the safety catch at "S". Use a small coin or the rim of a cartridge, and turn the trigger group retaining pin until the slot is in line with the word "FREE". Push the other end of the pin with the blunt end of the cocking handle, and take it out. (See Fig 4). Press the trigger to free the trigger group from the body, and pull the trigger group out forwards.

17. **Stripping the magazine** (see Fig 5).—To strip the magazine, press the stud on the bottom plate and slide the plate off in the direction of the arrow, with your hand over it to stop the spring flying out. Hold the platform stem, rock it to clear the dents in the bottom of the magazine case, and take out the platform and spring.

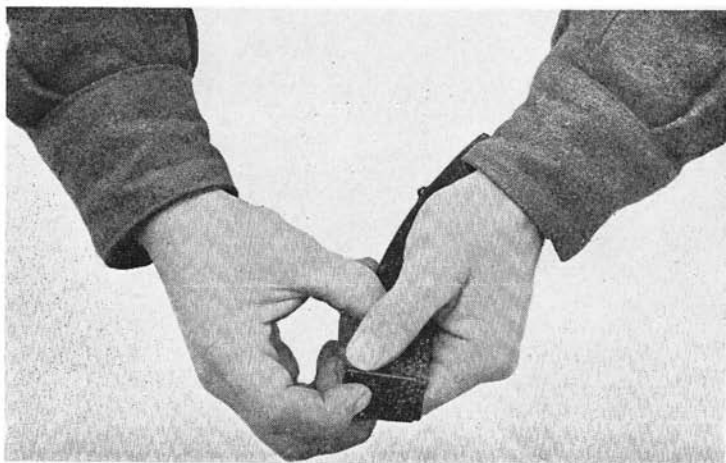


Fig 5.—Stripping the magazine

18. Never strip any part of the gun farther than this: and do not take out the trigger group or the magazine platform and spring unless you have to; for instance, when the gun has become wet and dirty.

19. Explain and demonstrate; get the men to copy your actions, assemble the gun as you go along.

20. **Assembling the gun.**— To put the gun together:—

- (a) Put the safety catch at "S".
 (b) Put back the trigger group rear end first. Make sure the front part goes into the body, and that the hole for the retaining pin is in line with the hole in the pistol grip. Push the pin in from the right with the slot in line with "FREE": push it right home and turn it in line with "LOCK" (see Fig 6).



Fig 6.—Putting back the trigger group

- (c) *Put the heavier cap of the return spring in the back of the breech block, so that the holes for the cocking handle are in line. Press the cap forward until all three holes are opposite one another: maintain that pressure and put the breech block in the gun, extractor to the right, so that the holes in the cap, the breech block and the casing are all opposite one another.*

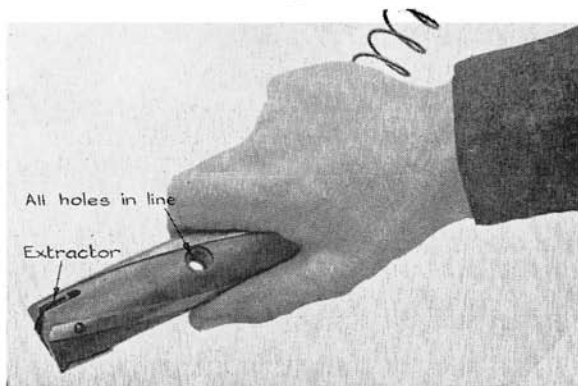


Fig 7.—Putting back the breech block and return springs.

- (d) Push the cocking handle through the holes, with the point of the curved piece to the front. Stop pressing the cap forward, and see that the flange on the cocking handle goes through the casing and is flush with the breech block (see Fig 7).
- (e) Move the safety catch to "A", press the trigger and push the cocking handle and breech block right forward.
- (f) Put the body cap on the end of the return spring, with the left hand lug in line with the body cap catch. Press the catch: push the cap right on, turn it to the right (clockwise) to lock it, and let go the catch (see Fig 8).

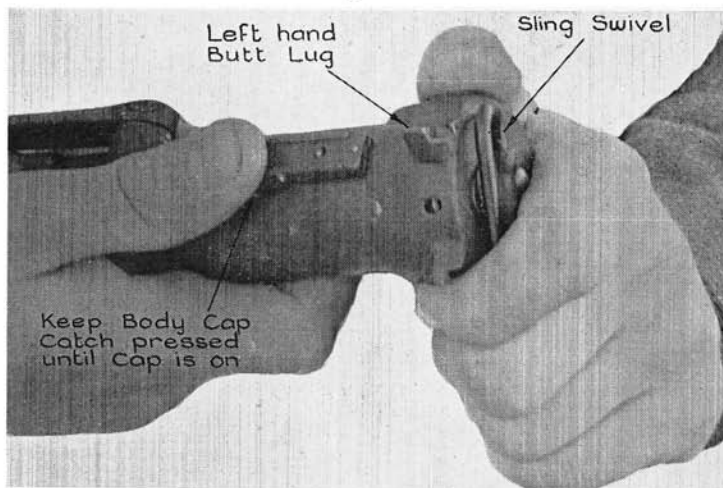


Fig 8.—Putting on the body cap

- (g) Point the gun down, hold it near the back sights with your left hand. Pull the butt plate away from the barrel to release the butt catch from the casing. Swing the butt upwards until it touches the butt lugs on the body cap. Press the body cap catch and the body cap with a finger and thumb of your left hand, and snap the butt into the lugs. Pull up the butt plate with your right hand until the butt plate catch engages (see Fig 9).

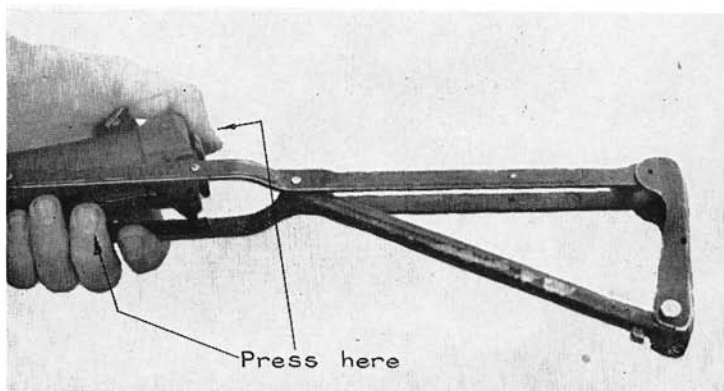
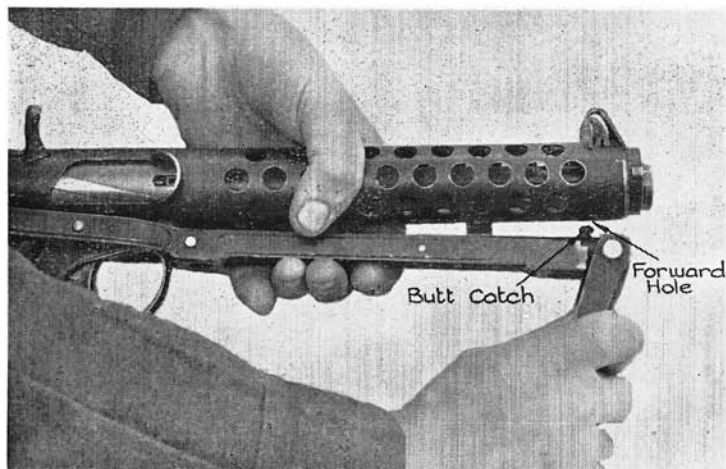


Fig 9.—Unfolding the butt

- (h) Thread the open buckle of the sling upwards through the butt fork, and then over the sling swivel on the body cap: fasten the buckle to the sling below the butt. Put the hook in one of the holes under the barrel casing just in front of the magazine. Adjust the length of sling to suit you. If you put the sling on wrong, it may get in your way when you want to fire a quick shot from the shoulder.
- (i) The bayonet goes on in the same way as with a rifle.

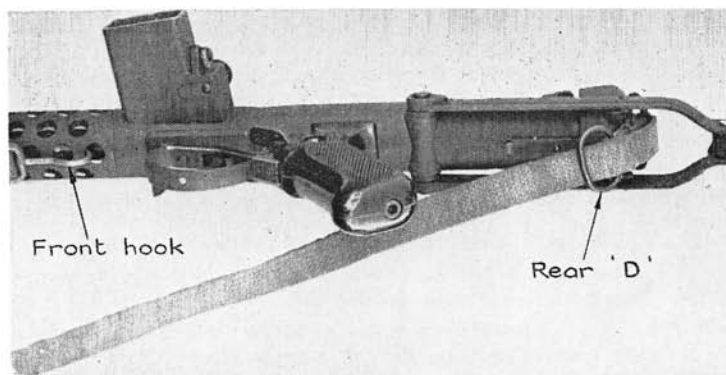


Fig 10.—Putting on the sling



Fig 11.—Putting the magazine together

21. **Assembling the magazine.**— *To put the magazine together, push the spring into the casing with the upper roller on the left as you look at the back side of the magazine. Rock the rollers past the dents, compress the spring, and slide on the bottom plate, wide end first, until the stud clicks into the hole (see Fig 11).*

22. Make the men practise stripping and assembling, and leave the guns stripped.

23. Explain and demonstrate. Make the men copy your actions.

- (a) *Your cleaning box has in it a pullthrough, oil bottle, flannelette, two gauzes and a small brush.*
- (b) *Use a piece of flannelette four inches by three to clean the bore, and a piece four by two to oil it: otherwise clean and oil the gun and magazine like a rifle or LMG.*

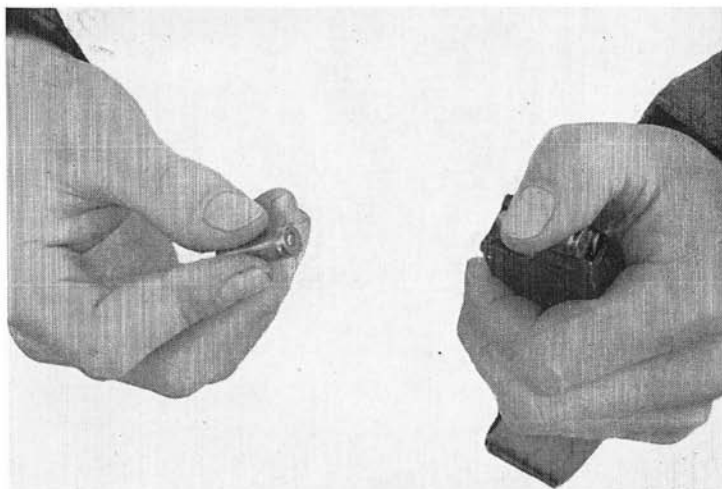


Fig 12.—Magazine filling

MAGAZINE FILLING (See Fig 12)

24. Explain and demonstrate: make the men copy your actions:—

- (a) *The magazine holds 34 rounds.*
- (b) *Inspect the magazine to see that it is not damaged.*

(c) *To fill it, hold it firmly in one hand; put each round under the lips base first, and push it in until the base is against the back of the magazine. Count the rounds and see that they are clean and not damaged. The last round must be on the left as you look at the back of the magazine.*

(d) *To empty it, take each round out with your thumb and forefinger.*

25. Make the men practise filling and emptying magazines.

26. Further practice in the complete Lesson.

CONCLUSION

27. Questions from and to the squad.

28. Sum up; stress.—*The gun has a short barrel, and safety precautions are particularly important.*

LESSON 2.—LOADING AND UNLOADING, FIRING AND THE IMMEDIATE ACTION (IA)

AIM

1. To teach recruits how to load and unload, the ready position, how to fire, and the immediate action to take if the gun will not fire.

STORES

2. Guns, slings, bayonets, magazines, drill rounds, cleaning boxes, padding for the chamber, targets.

NOTES

3. For training on the move use a piece of 4×2 folded into four in the breech to protect the barrel face instead of drill rounds, which would get lost. Do not use too much padding otherwise the safety catch will not work.

PRELIMINARIES

4. Safety precautions.

APPROACH

5. *The SMG is a close quarter weapon, and you must practise until everything to do with loading and firing is as quick as lightning and needs no thought.*

6. Explain and demonstrate paras 7 and 8, make the men copy your actions.

7. **Loading** (See Fig 13).— *To load the gun:—*

- (a) *Point the gun up in the air, hold it by the pistol grip with your right hand with your trigger finger outside the trigger guard, rest the butt just in front of your right hip, and move the safety catch to "S".*
- (b) *Take a magazine from your pouch, see that the top rounds are in correctly, and push it into the magazine opening until the spring on the magazine casing engages in the magazine catch; when it does you hear a click. Whether you hear a click or not, try to pull the magazine out again: if it is on properly, it will not come out.*
- (c) *Make certain the safety catch is still at "S".*



Fig 13.—The loading position

8. **Unloading.**— *To unload:—*

- (a) *Make sure the safety catch is at "S".*
- (b) *Press the magazine catch with your left thumb, take off the magazine, and put it back in your pouch.*
- (c) *Put the safety catch at "A" and cock the gun; look to make sure there are no rounds in the breech; hold the cocking handle, press the trigger and let the bolt go gently forward.*
- (d) *Move the safety catch back to "S".*
- (e) *If it is dark, you have to feel with a finger of your left hand instead of looking; but first move the safety catch back to "S", and then, when you are satisfied, move it back to "A" before pressing the trigger, put the safety catch to "S" again.*

9. **Make the men practise loading and unloading.**

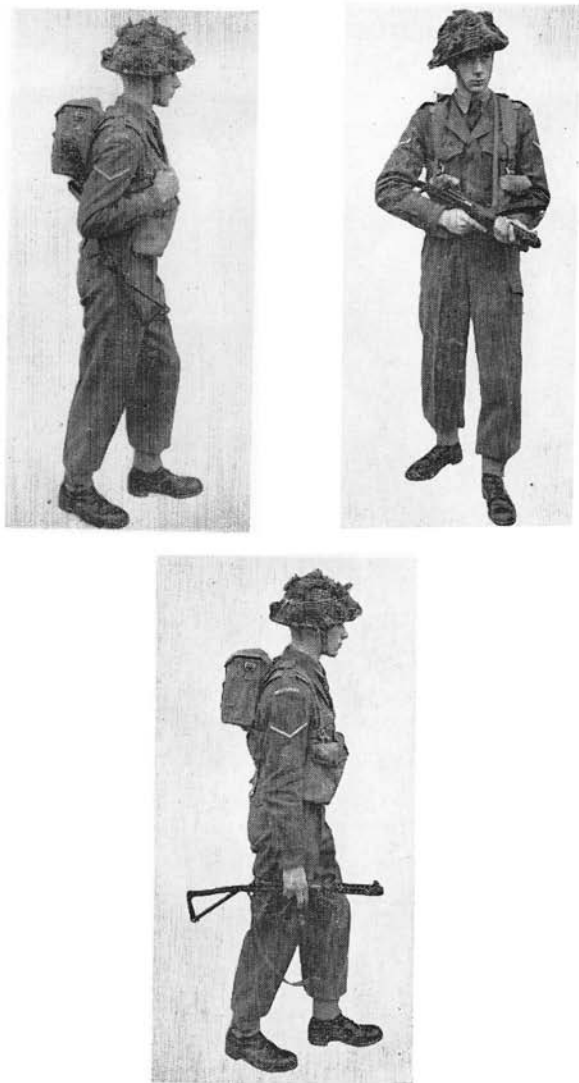


Fig 14.—Three ways of carrying the SMG

THE READY POSITION

10. Explain and demonstrate: make the men copy your actions:—

(a) *There are three ways of carrying the gun (See Fig 14):—*

(i) *At the trail.*

(ii) *With the sling over one shoulder.*

(iii) *In front of you with the sling round your neck.*

You must decide which way to carry the gun, depending on your orders and the circumstances.

(b) *To come to the ready position:— (See Fig 15)*

(i) *Put the safety catch to “ R ” or “ A ”.*

(ii) *Cock the gun.*

(iii) *Place your left hand underneath the barrel casing and grip it between the two hand guards.*



Fig 15.—The ready position

(iv) *Bring the butt into the shoulder, keep the muzzle pointing downwards, and put your finger on the trigger.*

You can according to circumstances, return the safety catch to "S". It is easy to move it to "R" or "A" with your right thumb. Thus you are ready to fire a quick accurate shot maintaining maximum safety.

(c) *Before you go back to a carrying position, unload and load again, to make the gun safe.*

11. Make the men practise getting into the ready position from the carrying positions, moving the safety catch in the ready position, and going back to the carrying positions. Use the words of command "Ready" and "Make safe".

FIRING

12. Explain and demonstrate:—

(a) *The normal way to fire a SMG is a quick aimed shot or number of shots from the shoulder with the safety catch at "R".*

(b) *If you have not time to aim, shoot by sense of direction.*

(c) *Do not put the safety catch at "A" and fire bursts from the shoulder except at very short range, and at a target like a bunch of enemy, or possibly at night.*

(d) *You can also fire from the waist, but only do so at point blank range in an emergency and never if you have time to shoot from the shoulder.*

13. **Firing from the shoulder** (See Fig 16).— Order "Load" and "Ready" then explain and demonstrate:—

(a) *To fire from the shoulder, set the safety catch where you want it ("A" or "R" with your right thumb, aim (or point the gun with both eyes open), and fire.*

(b) *You hold the gun the same as a rifle, and you press the trigger the same: and it is just as important to do both right.*

(c) *You will shoot better standing still: but as soon as you have fired, move quickly to cover, if there is any.*

(d) *Firing quickly and accurately standing up is a matter of balance and footwork. You achieve the balance by putting your feet in the right places: it is also a help to lean forward a bit.*

14. Practise the squad.



Fig 16.—Firing from the shoulder

15. Firing from the waist (See Fig 17).— Explain and demonstrate:—

- (a) *If you meet an enemy at point blank range, and you have no time to fire from the shoulder, you can do so from the waist: but only do it in an emergency and at very short range.*
- (b) *To fire, put the safety catch to "A", cock the gun, point the gun at your enemy and fire a burst of sufficient length to kill. This may well mean firing a whole magazine in one burst, correcting your fire by observation.*
- (c) *If time permits, put the butt, or if the butt is folded, the butt cap, in the middle of your stomach with your head right over the barrel and jump round quickly to face your enemy squarely. Whatever method you use will depend on the situation.*

16. Practise the squad.

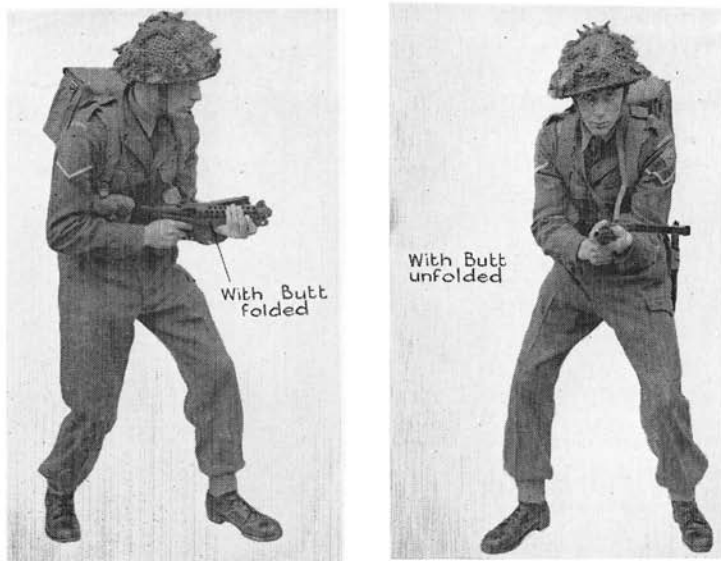


Fig 17.—Firing from the waist

17. Make the men practise firing from all positions. To get them to fire from the shoulder, order "Load—ready—target right, etc—fire": to get them to fire from the waist, order "Target (right, etc)—fire", and never let them practise firing from the waist except at point blank range.

IMMEDIATE ACTION

18. Explain and demonstrate: get the men to copy your actions. —*If your gun will not fire, this is the immediate action (IA) to take:—*

- (a) *If it will not fire the first shot, cock the gun, push the magazine right home, and fire.*
- (b) *If the gun stops while you are firing, or will not fire again when it has been going all right, cock it and look into the body and chamber: if the magazine is empty, and there is no live round or empty case in the body or chamber, change the magazine and go on firing.*

19. Practise the squad at IA. Order "Gun will not fire—firing all right" or "Gun stops—firing all right".

20. Give the squad more practice in the whole lesson.

CONCLUSION

21. Questions from and to the squad.

22. Sum up.

LESSON 3.—HOW THE SMG WORKS, AND STOPPAGES

AIM

1. To teach recruits how the gun works, why stoppages happen and how to cure them, and why they must take certain precautions.

STORES

2. SMGs, magazines, drill rounds, cleaning boxes.

NOTES

3. The gun is simple; keep your teaching simple too.

PRELIMINARIES

4. Safety precautions.

APPROACH

5. *If you understand how the gun works; you will find it easier to understand why it sometimes stops and how to get it firing again when it does: you will also see the reasons for the safety precautions that you have learned to take.*

MÉCHANISM (See Figs 18 and 19)

6. Explain and demonstrate paras 7–12: get the men to follow you on their own guns.

7. *When you cock the gun, you pull back the breech block until the sear and bent hold it there, and compress the return spring.*

8. *When you fire, the return spring drives forward the breech block, which pushes the first round out of the magazine and into the chamber; the lips of the magazine guide the round, and force the base of it across the face of the breech block.*

9. *The breech block is still going forward when the striker fires the round.*

10. *The gas from the explosion pushes the bullet forwards, and the cartridge case and breech block back, with equal force. If the case was clear of the chamber before the bullet had left the barrel, the gas would follow the case out and hurt the firer: this does not happen because:—*

(a) *The case and breech block together weigh much more than the bullet.*

(b) *The breech block is still going forward as the round goes off.*

(c) *The return spring is pressing the breech block forward.*

The result is that the bullet leaves the muzzle, and the gas pressure in the barrel drops, before the case leaves the chamber.

11. *The extractor grips the case, until the ejector hits it and throws it out of the gun to the right.*

12. *The breech block goes on back compressing the return springs: then, if the safety catch is at "R", it stays back, but if it is at "A", it goes on going forwards and back until you let go the trigger or the magazine is empty.*

13. Ask the squad questions about how the gun works. Let them use their own gun to illustrate their answers, and do not expect them to repeat what you told them like parrots.

SAFETY

14. Explain.—*The cartridge case plays an important part in safety, because it is the means whereby the chamber is sealed until the bullet has left the barrel.*

Remember these rules:—

- (a) *Never load a damaged round into the magazine.*
- (b) *If you take a misplaced round out of the magazine, or a half fed round out of the body or chamber, treat it as damaged even if you can see nothing wrong with it, and do not use it again; put it on one side, and see it does not get mixed up with the sound ammunition.*
- (c) *No round is safe to fire unless it is still in the magazine when you press the trigger. So do not put a round into the chamber by hand and do not fire a round which is half way in the chamber.*
- (d) *Always make sure the magazine is properly on, or you may get a dangerous stoppage. If it is not on properly, you can pull it off without pressing the magazine catch.*
- (e) *Make sure the face of the bolt is clean and not corroded, or the base of the round cannot slide across it and you may get damaged rounds and stoppages.*
- (f) *Frequently in action, during pauses in patrols, and always before you fire in training, see that the barrel is not blocked with dirt or anything else. If it is, clear it before you fire.*

15. Question the squad.

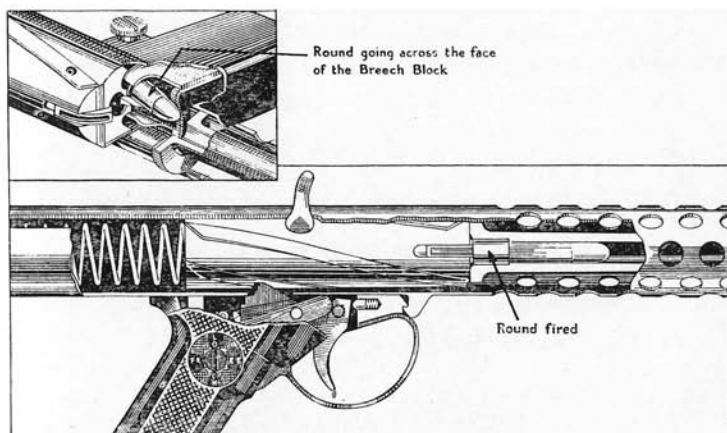


Fig 18.—Mechanism—the breech block going forward

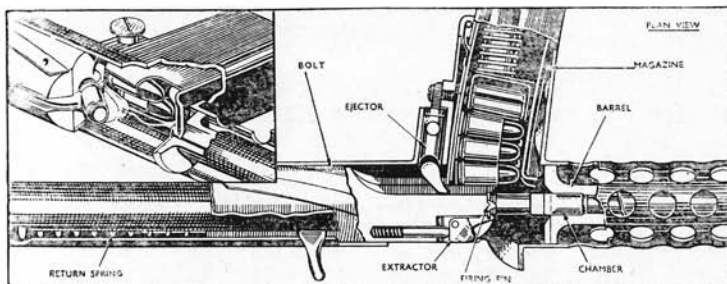


Fig 19.—Mechanism—the breech block going back

STOPPAGE DRILL

16. Explain.—*If you keep your gun, magazines and ammunition clean, you will get few stoppages, and the IA will put most of them right.*

17. Explain and demonstrate.—*If, when you carry out the IA, you see live rounds in the magazine, or a live round or empty case in the body or chamber:—*

- (a) *Put the safety catch at "S".*
- (b) *Take off the magazine.*
- (c) *Shake or prize any round or case out of the body or chamber.*

- (d) *Use your thumb nail as a reflector and look down the barrel from the muzzle end to see if it is blocked.*
- (e) *If the barrel is clear, put on a fresh magazine and go on firing.*
- (f) *If the barrel is blocked, it is dangerous to fire until you have cleared it.*

18. Explain and demonstrate.— *∴ the gun is too stiff to cock by hand:—*

- (a) *Take off the magazine, but remember, there may still be a round in the chamber, so keep the gun pointing at the target (or the enemy).*
- (b) *Press the butt against your body, put the sling or a pullthrough or a piece of cord round the cocking handle, and pull back sharply. Move the safety catch to “S”.*
- (c) *Carry on as you have just learned (para 17 (c) – (f)).*

19. Practise the squad: order “Gun stops (will not fire)—rounds in magazine (body, chamber)—gun firing all right”, and tell them whether their barrels are blocked or not, when they look down them.

20. Explain.—*A weak charge may leave the bullet still in the barrel. Three things usually make this easy to detect:—*

- (a) *The report is muffled.*
- (b) *The bolt may stay forward.*
- (c) *When you cock the gun, an unusual amount of smoke comes out of the breech.*

21. Explain and demonstrate.—*If you fire with a bullet still in the barrel, or with a round in, or half in, the chamber, the barrel may burst and injure you or people near you. In training, therefore, always carry out the stoppages drill exactly as you have learned (paras 17 and 18). In close contact with the enemy, however, it is a fair risk to:—*

- (a) *Fire again to clear a bullet from the barrel.*
- (b) *Tilt the gun to the right, shake out a round or empty case, and then go on firing if the chamber is clear; or, if that fails,*
- (c) *take the magazine half off, shake out a case, or fire a live round, push the magazine home again, and go on firing.*

22. Question and practise the squad.

CONCLUSION

23. Questions from and to the squad.

24. Sum up.

PRACTICE

AIM

1. To get men to handle their SMGs quicker and more accurately, before they fire live ammunition.

STORES

2. Guns, slings, bayonets, magazines, drill rounds, targets, cleaning boxes.

NOTES

3. Introduce competitions and "master and pupil" work, and generally try to make the practice as varied and interesting as you can.

4. Repeat the practice until you are satisfied that the men can handle their guns well enough to fire them on a range with safety.

PRELIMINARIES

5. Safety precautions. If they are not going to use drill rounds, make each man put a small wad of flannelette (*See Lesson 2 para 3*) on the chamber face to protect it.

PRACTICE

6. Give the men practice at stripping, cleaning and assembling their guns, filling magazines, loading and unloading. Do not practise stripping the trigger group or magazines.

7. Give them practice at firing and carrying out the IA and stoppage drill in all positions, at the halt and on the move. One method is to divide the squad into firers and targets, and arrange for the targets and firers to move about so that "targets" appear in as many different sorts of positions as possible: a barracks is excellent for this.

8. During pauses question the men about mechanism, and about what causes stoppages and how to cure them.

CONCLUSION

9. Questions from and to the squad.

10. Sum up.

LIVE FIRING

AIM

1. To teach recruits how to clean their guns before and after firing, and to give them experience with live ammunition.

STORES

2. Guns, slings, bayonets, magazines, ammunition, cleaning boxes, figure targets or white screens with black aiming marks, zeroing tools, spare foresights.

NOTES

3. This is a good opportunity to zero the guns. *See* Chapter 2, Section 3.
4. For the principles of coaching *see* Infantry Training, Volume 1, Pamphlet No. 3A, 1955 (WO Code No. 8893), Chapter 2, Section 8.
5. If you are firing on a 25 yards range, teach the men to point their guns at the targets when they are inspecting, loading or unloading them.

CLEANING BEFORE FIRING

6. Explain and demonstrate: make the men copy your actions:— *To clean the gun before firing:—*

- (a) *Strip it, but do not take out the trigger group nor take the magazines to pieces unless they are dirty.*
- (b) *Clean the gun and magazines. Leave the bore, the chamber, the breech block face and the magazines dry.*
- (c) *Wipe the polished bearing surfaces of the bolt with a slightly oily rag. The front edges of the bearing surfaces are sharp: their function is to collect dirt and dust from the body and drive it out of the gun through a small hole under the barrel; make sure this hole is free of dirt.*
- (d) *Black the sights.*
- (e) *Put the gun together: inspect it as you do so, like this:—*
 - (i) *See that the bore and chamber are clean and dry.*
 - (ii) *See that the back end of the barrel is clean and dry and that there are no burrs on the grooves to the left of the chamber or in the extractor way.*
 - (iii) *See that the ejector is neither chipped nor burred.*
 - (iv) *See that the bolt face is clean, smooth and dry, and that there are no burrs in the ejector way.*
 - (v) *Pull back the extractor: you should feel firm resistance from the spring.*
 - (vi) *Test the safety catch by putting it in turn at "S", "R" and "A", and pressing the trigger each time. With the safety catch at "S", the sear should not move: at "R", it should go down and flick up again at once: at "A", it should stay down until you let go of the trigger.*
 - (vii) *See that all pins and screws are secure.*
 - (viii) *See that the sights are firm, undamaged and black.*
 - (ix) *See that none of the magazines is damaged.*
- (f) *Finally set the safety catch at "S".*

FIRING

7. Before he fires his first course, every recruit should fire at least practices 1-6 below: if there is time and enough ammunition, he should fire 7-11 as well.

Practice No.	Range	Ammunition	Targets	Remarks
1	20 yards	5 single rounds	One Fig 11	From the shoulder, aimed.
2	35 yards	5 single rounds	One Fig 11	
3	15 yards	5 single rounds	One Fig 11	From the shoulder, without using the sights.
4	25 yards	5 single rounds	One Fig 11	
5	10 yards	5 single rounds	One Fig 11	From the waist.
6	10 yards	10 rounds in bursts	Two Figs 11	
7	Moving from 10 to 5 yards	10 rounds in bursts	One Fig 13	From the waist.
8	35 yards	5 single rounds	One Fig 11	From the shoulder, aimed, without the bayonet.
9	35 yards	5 single rounds	One Fig 11	From the shoulder, aimed with the bayonet fixed.
10	75 yards	5 single rounds	One Fig 11	As Practice No. 8.
11	75 yards	5 single rounds	One Fig 11	As Practice No. 9.

8. Repeat these practices as often as time and ammunition allow.

9. There must be enough NCOs with the firers to see that there is no dangerous shooting.

10. You cannot say that a man is fully trained until he has fired at surprise, fleeting and moving targets from all positions on a field firing range, in conditions as like those of battle as sensible safety allows (*see* Infantry Training, Volume I, Pamphlet No. 11, Trained Soldiers, (All Arms) Exercises in Handling of Weapons, (WO Code No. 8930) and Volume III, Pamphlet No. 33, 1952, (WO Code No. 8713), Chapter IV). The type of practice must depend on local conditions; some examples are given in Infantry Training, Volume I, Pamphlet No. 11, 1955, (WO Code No. 8930).

CLEANING AFTER FIRING

11. Explain and demonstrate; make the men copy your actions.— *To clean the gun after firing:—*

- (a) *Make sure it is unloaded.*
- (b) *Strip it.*
- (c) *Clean and oil the gun and magazines exactly as you do your rifle: use the pullthrough weight or a piece of stick for the chamber. Only use the gauze when you cannot clean the bore normally with flannellette.*
- (d) *Put it together again, inspect it as you did before firing, and put the safety catch at "S".*

CONCLUSION

- 12. Questions from and to the squad.
- 13. Tell the men the results of the shooting, and see that they are recorded.
- 14. Sum up.

CHAPTER 2.—EXTRA INFORMATION FOR INSTRUCTORS

INTRODUCTION

1. This chapter contains extra information for instructors, to help them to understand the subject more thoroughly, and make training more varied.
2. Do not teach it to recruits. You will find it useful, however, when it comes to answering questions on things that the lessons do not cover; and it is suitable to teach to a NCO's cadre.

SECTION 1.—TECHNICAL DETAILS

Technical data

- | | | |
|---------------------|--------------------------------------|--------------------|
| 1. Length | — with butt folded | — 19 inches |
| | with butt unfolded | — 28 inches |
| Weight | — gun alone | — about 6 lb |
| | gun, magazine and 34 rounds | — about 7 lb 10 oz |
| | gun, magazine, 34 rounds and bayonet | — about 8 lb 4 oz |
| Cyclic rate of fire | — about 550 rounds per minute. | |

Special features

2. The front part of the body is perforated so that it cools quickly; it never gets hot enough to hurt the firer's hand.
3. There are two guards on the barrel casing, to keep your fingers from going dangerously far forward or back.

SECTION 2.—PRACTICE PERIODS

1. All learning must be progressive: unnecessary repetition is boring. A recruit learns skills and facts in the lessons, and he should be taught them once only during his service, he then needs a lot of time and practice to speed up his actions, and get the facts firmly fixed in his mind.

2. In practice periods it may be obvious that the men have failed to grasp a particular skill or fact, and you may have to teach them part of a lesson again.

3. The practice period in this pamphlet is a guide to the best way of exercising recruits. Infantry Training, Volume I, Pamphlet No. 11, 1955, (WO Code No. 8930) will give you suggestions for exercising trained soldiers in handling and firing. During practice you must check faults and weaknesses and plan further practices accordingly.

4. Put practices into the programme whenever there is time, but keep varying the method: use the master and pupil system sometimes.

SECTION 3.—ZEROING

1. Guns are zeroed before issue, but you may have to alter the sights to suit individuals.

2. If the gun fires left, tap the foresight to the left; if right, to the right. One width of foresight blade will move the MPI about three inches at 25 yards.

3. If a gun fires high, tap out the foresight with a drift and fit a larger one; if low a smaller one. There are seven sizes of foresight +3 +2 +1 normal -1 -2 -3 (note normal size is not marked). One change of foresight moves the MPI about three inches at 75 yards or about one inch at 25 yards.

4. Zero the gun at 25 yards, with the backsight set at "100". The MPI should be between one and a half inches above and half an inch below your point of aim, and between half an inch and two and a half inches left. Zeroed like this the gun will be central at all ranges up to 75 yards when fired from the shoulder in the standing position.

Procedure

5. Clean the gun and get the armourer to inspect it.

6. Fire aimed single shots from the lying position with *the forearm only* rested on a sandbag.

7. A white screen with a black aiming mark one inch square is a suitable target.

8. Fire two warmers and then a group of five; adjust the sights if they are wrong and fire another group to test them; go on until you get them right.

9. Everyone must fire at 35 and 75 yards, both with and without the bayonet fixed to find out where to aim at those ranges.

SECTION 4.—TRAINING TESTS

1. The aim of training tests is to show what standard of training men have reached.

2. Dress.—Battle order.

3. Grade men as:—

Skilled	45–50 marks
Above average	40–44 marks
Average	30–39 marks
Below average	25–29 marks
Failed	Less than 25 marks.

4. Recruits should be at least “average” at the end of their basic training: trained men who cannot do better than average need more instruction.

5. When a man is transferred, always tell his new unit his grading.

6. Before testing a man, explain the test to him and let him ask questions if he does not quite understand it. Then give him no more help. Always tell him the result of the test, and where he went wrong.

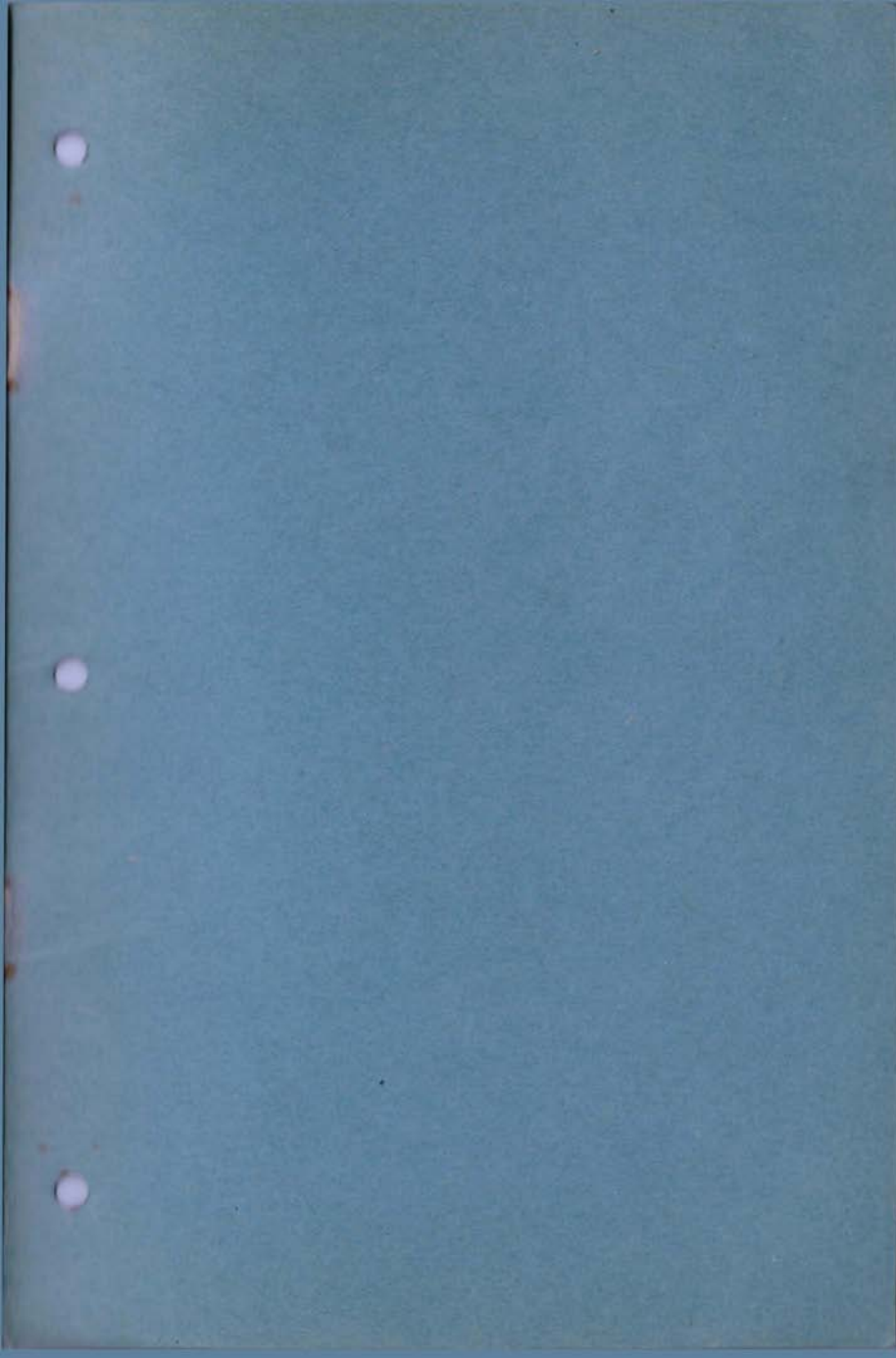
7. Appendix A gives details of the tests.

TRAINING TESTS

Test No. (a)	Subject (b)	Stores (c)	Conditions (d)	Marking (e)
1.	Magazine filling.	Magazine 34 Drill rounds.	On the word "Go" the man fills his magazine with 34 rounds.	40 seconds — 10 55 seconds — 8 70 seconds — 6 Over 70 seconds, or if a round is dropped and put dirty into the magazine — NIL
2.	Loading	SMG. Filled magazine. Watch. Drill rounds.	Start with the man in the loading position, his safety catch at "R", the magazine in his pouch, and the pouch done up. On the command "Load" he loads. Take the time from "Load" until he has loaded. He must do up his pouch; this is not included in the time limit, but is included in the test.	4 seconds — 10 7 seconds — 8 10 seconds — 6 Over 12 seconds — NIL Take off a mark for every mistake. Give NIL for the test if any mistake involves safety.

TRAINING TESTS

Test No. (a)	Subject (b)	Stores (c)	Conditions (d)	Marking (e)
3.	Unloading.	SMG. Filled magazine. Watch. Drill rounds.	At the end of Test No. 2 order "Unload". Take the time from "Unload" until the man has unloaded. He must put the magazine in his pouch and fasten it; this is not included in the time limit but is included in the test.	6 seconds — 10 9 seconds — 8 12 seconds — 6 Over 15 seconds — NIL Take off a mark for every mistake. Give NIL for the test if any mistake involves safety.
4.	Stripping and assembling.	SMG with bayonet fixed and sling attached.	Tell the man to strip the gun as though to clean it before firing, inspect it and put it together again.	Take off half a mark for every mistake. HPS — 10
5.	Handling	SMG with sling attached. Magazines in pouch. Targets.	Tell the man to advance at the trail. Order "Ready—target right (or left)—gun stops—empty magazine—gun firing all right—make safe—unload".	Take off half a mark for every mistake, three marks for a mistake involving safety. HPS — 10



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